VISIT…

THICKER THAN WATER

A short adventure for four 12th-level (or varying) player characters

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Blood is thicker than water, as they say. But what happens when people use ties of blood to exploit others? You may run into this problem in this adventure, *Thicker Than Water*, when one player character (PC) discovers a distant relative seeking help to complete a prophecy. Of course, things are never that easy, particularly if the PC doesn't want to help…

PREPARATION

You, the Dungeon Master (DM), need a copy of the *Player's Handbook*, the *Dungeon Master's Guide*, and the MONSTER MANUAL® to use this adventure.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase when appropriate. Unshaded boxes contain important information for you, including special instructions. Monster and NPC statistics are provided with each encounter in abbreviated form or, where appropriate, the proper page in the MONSTER MANUAL is referenced.

DMs should place *Thicker Than Water* in their own campaign settings wherever appropriate. This adventure comes to the PCs, as opposed to them coming to it, so you can place it wherever they are. A small, nearby mountain range is handy, but even that aspect of the final event can be altered easily.

BACKGROUND

Migos Fehr is the son of Charad, a mysterious air elemental creature somehow related to the Prince of Evil Air Elementals, Yan-C-Bin. Charad descended upon the material world about a century ago and, in the guise of a suave and dashing human, produced offspring with a number of mortal women, then he did the same thing again 30 years ago. Migos and his siblings all retain the traits of their supernatural father. Migos seeks the remaining carriers of Charad's bloodline. While he has found those from Charad's more recent visit, he also seeks those who descended from his actions long ago. He believes that people of his bloodline have a destiny (he calls it a "holy destiny") and that they are generally superior to others.

Specifically, he wants to fulfill an obscure prophecy called the Presage of Forms. This prophecy, originally spoken by the seer Talla 900 years ago, states that when six examples of the perfection of form gather together, they can unlock something called the Power Universal and gain access to its limitless might.

As it happens, Migos is completely wrong in thinking that the prophecy refers to his brethren, and he's made other mistakes as well, which you will discover later in this adventure. But, of course, he does not know this. (He wouldn't accept the notion of his errors even if someone told him or offered him proof—he's that convinced.)

CHARACTER HOOKS AND RUNNING THE ADVENTURE

This is an event-driven adventure, as opposed to a site-based one. Refer to the *Dungeon Master's Guide*, page 98, for a description of the difference. Basically, you can find here a number of events, all linked, to place in your campaign. You can space these events apart, with other encounters, events, or even whole adventures taking place between them. The amount of time between events depends mostly on the character hook used to get the PCs into the adventure and how much setup time you have.

Focusing Things on One Player

This tactic can be fine, if handled correctly. You can focus your attention and the plot of an adventure on one PC as long as you focus on the others at other times. Everyone should get some time in the spotlight. Plus, don't neglect the other players/PCs during this time. Make sure that they have things to do and can play a significant role even while the action revolves around another. You can center the plot on one PC, but at the same time engineer it so that it is the *group* that succeeds or fails—saving the day or not.

Use one of the following three hooks/setup methods to get the player characters involved in the adventure:

1. Lots of Advance Preparation

Choose one of the player characters, preferably one without a very in-depth background already developed (some previous development is fine). A human character is best, but any character race will do (nonhumans require some modifications to the nonplayer characters [NPCs] presented in the adventure). The rest of this adventure refers to this character as the "focus PC," since much of the action centers around him (although the rest of the group will have plenty to do as well). Throughout the adventure, the focus PC is referred to as male, but it can be a character of either gender.

The chosen PC is a distant descendant of Charad, the air elemental being. The events described in this adventure have to do with Migos attempting to learn more about him and eventually attempting to recruit or kidnap the focus PC.

The events of the adventure should be spread out as much as possible. For example, Event One might happen while the player characters are only 3rd or 4th level; Event Two, when they are almost 6th level (right around when the focus PC gets a chance to choose a new feat); Event Three when they are 9th level; Event Four when they reach 10th; and Event Five any time around 9th to 11th level, depending on the PCs' actions. Event Six, the climax, shouldn't happen until the PCs reach 12th level.

2. Very Little Advance Preparation

As in the above method, choose someone to be the focus PC. The difference here is that you don't have a lot of setup time. Events One, Two, Three, and Four happen very close together, with Events Five and Six following when they fit. Choose this method if you want to focus the events on a character, but the PCs are already around 11th or 12th level. With everything compressed, the adventure has less of an epic feel, but you have the advantage of being able to use it as part of a campaign or as a "one-shot" adventure.

3. No Advance Preparation

The "focus character" is actually an NPC, who comes to the PCs for help. Events One and Two happen to the NPC alone, and the PCs only hear about them second hand. Events Three and Four happen with the PCs only peripherally involved, depending on how close they are to the focus NPC. Events Five and Six occur as directed by the PCs' actions, with them moving in to save the NPC at the end. This is probably the least involving of the options, but it allows you to use this adventure immediately or as a one-shot (as opposed to as a part of a campaign), and probably play through it all in one session.

EVENT ONE: A CHANCE MEETING

This encounter starts things off with a simple coincidental meeting that leads to much more.

Stage this encounter in a town or city, whenever or wherever appropriate. The earlier in the campaign this occurs, the better. Nothing need be set up, other than the player characters need to be on the street, during the day. If this happens to the focus PC while alone, that's probably even better (but not necessary).

The focus PC notices a man nearby.

What you probably notice first is the fact that, while there is little breeze in the air today, the wind seems to whip this man's long gossamer hair about his head as if he stood in a gale. His eyes are electric blue, and his teeth glisten pearly white. He wears a light blue surcoat with white trim, white trousers, and a white cloak, which also seems to have some unseen, unfelt wind tugging at it.

At the same time, he notices you. He slows, and finally stops, staring at you with—with suspicion, or is it curiosity? After a moment he speaks:

"Have we met?"

The man introduces himself as Migos Fehr and asks for the PCs' names. If anyone asks about the strange aspect of his appearance, he smiles and calls it a blessing of the gods. Migos is warm and charming. Still telling the PCs that he believes that he has met or seen them before (specifically the focus PC), he offers to buy them lunch, so they can all talk. Migos has become well enough acquainted with the bloodline of Charad that he recognizes those who are a part of it on sight. Still, he feels the need to confirm what he has discovered.

While they are speaking with Migos, allow each PC to make a Spot check (DC 25). Those who succeed notice a faint physical similarity between Migos and the focus PC—enough to suggest a distant relation. If they mention this, Migos nods and suggests that it's possible. He then uses this opportunity to ask the focus PC questions about his family and background.

Throughout the encounter, Migos asks a lot of questions, but tries to avoid the appearance of prying or rudeness. Mostly, he wants to find out more about the focus PC—he really does not care about the others at all (but again, he tries not to be impolite). He answers any questions the player characters ask him, honestly if possible (to avoid being caught in a lie), although he is often vague.

If possible, Migos attempts to portray himself as an extremely good and holy man. He claims that he is a "blessed champion of the Lords of Air." If the PCs come away with the mistaken impression that he is a paladin, all the better. If the player characters interpret his interest in the focus PC as being romantic, that's okay too.

If the PCs don't trust or believe him, Migos' Bluff check modifier is +11. You can also have Migos make a Diplomacy check (+13). If he gets more than 20, feel free to tell the players that Migos simply seems like a friendly, kind person.

If the player characters resist his offer or treat him with hostility, Migos bows politely and continues on his way.

Follow-Up Event

Migos begins to study the focus PC. He asks people around town if they know anything about him. If that doesn't work, he uses divinations to help narrow down where the player character might come from. He needs to find some link to the target's family to confirm his suspicions. It's possible that the PCs may catch wind of this, if they have contacts in the city who would tell them that someone's been asking about them (this is up to the DM).

At this point, however, even if the PCs find out about Migos's inquiries, it's almost certainly too late for them to catch up with him to find out what's going on. Divination magic might allow them to find him, but otherwise they won't have the opportunity to encounter him directly. Even if they do manage to confront Migos, he claims that he was merely looking into the focus PC's background because he believed that they were distantly related (which is, basically, true).

Another Follow-Up Event

A week after their initial meeting with Migos, a message arrives for the focus PC by courier, although there is no clue as to where it came from (the man who hired the courier left no name and wore a hooded cloak to hide his face).

The message contains the text of the prophecy that has consumed Migos: the Presage of Forms. The carefully lettered script reads:

The Presage of Forms

Before winter turns to daytime, and summer turns to night,
After the dead live forever, and two wrongs make a right,
Six shall be the final number of perfection of forms,
The Power Universal unlocked, like a war of storms.
Those present on that fate-guided day find themselves thrust with might
And the dead shall live forever, but wrong never makes right.

At the bottom, in another hand, hastily scrawled, Migos has written:

"The prophecy is talking about us."

There is no signature or clue that it is from Migos (but magical divinations might reveal the fact). A PC can make a Knowledge (history) check (DC 23) to recognize that this very obscure prophecy originated with a woman named Talla 900 years ago. No one has ever been able to discern its true meaning, A player character who succeeds at a Knowledge (arcana) check (DC 25) knows that the "Power Universal" is a mystical power source that reputedly keeps all matter in the universe stable, but virtually every mage who has investigated it has determined the Power Universal does not exist. (For the purposes of this adventure, it does not—the entire prophecy is bunk. The DM can make the Power Universal into something else, however—see Further Adventures.)

EVENT TWO: A STRANGE DISCOVERY

The focus PC learns he has a unique gift that results from some aspect of his heritage. At this point, without the help of some magical divination, there's no reason for the PCs to link this with Event One.

Stage this encounter whenever the player characters are resting between adventures or when they are simply taking a break. Specifically, the event begins when a cleric (perhaps another PC, or an NPC) uses either healing magic or the Heal skill on the focus PC.

The cleric examines the PC and asks the group if they know of any strange magical effects currently affecting them. After some investigation (perhaps a *detect magic* is in order), it becomes clear that the focus PC has some inherent magical ability untapped within him. To activate this ability, the PC must use a feat slot that represents study and attention devoted upon the heretofore mysterious power (this also keeps the PC with the ability more or less balanced with the other PCs).

If the player decides to use a feat to access the new ability, the DM should choose one of the following three powers based on the appropriateness to the campaign and the desires of the PC. The PC should have a good idea ahead of time what the power can do in order to make an educated choice as to whether it is desirable for his or her character.

1. Prophetic Dreams

The focus PC gains dreams that contain meaningful messages from beyond—the gods, the universe, his ancestors, or whatever you choose. The dreams come when the DM decides and the content and subject matter is completely beyond the PC's control. The dreams should be strange and somewhat vague, but not so mysterious as to provide no information. The content may regard the present or the future and usually involves important or dangerous events. For example, if orcs camped by a river capture a friend of the PC, he may dream of the friend beset by bestial humanoid shapes, with the sound of running water nearby. Or, if the DM determines that the PCs are, on their next adventure, likely to enter into a dungeon encounter that is too dangerous for them, the focus character may dream of a door leading to the encounter (which he will recognize when he sees it for real) with a sense of foreboding, with blood oozing from underneath it.

If the player chooses this power, the PC's first dream should involve a woman that greatly resembles him (this is Mertha—see Event Three) in great danger, attacked on the road by inhuman brigands or kidnappers. If the focus PC is female, she may think that the dream is about her.

2. "The Sight"

The focus PC can see things that most people cannot. He can use the spell *see invisibility* once per day as if the spell were cast by a sorcerer of his level.

3. Air Elemental Affinity

In keeping with his heritage, the focus PC has the ability to join with the air itself, *levitating* into the air once per day as if the spell were cast by a sorcerer of his level.

At this point, the focus PC, if not all the characters, will be curious as to where this mysterious power comes from. Clearly, they do not all have access to it. A Knowledge (arcana) check (DC 20) suggests two possibilities. The first is that the focus PC came upon something that imbued him with magical powers. The second is that something in the focus PC's heritage placed this latent trait in his bloodline. Player characters pursuing the first possibility come up short, but a Gather Information check made in an area where people know about the PC's family (DC 25)—or a Knowledge (history) check (DC 30) or a Bardic Knowledge check (DC 25)—allows the player characters to learn that indeed, a supernatural being named Charad can be found in the character's family tree (many generations previous). Another successful check (same DCs) allows the PCs to learn that Charad was a being of elemental power, specifically the element of air, and that Charad is still alive. In fact, Charad was known to have come to the mortal world only about 30 or so years ago.

That technically makes the focus PC an air genasi, but the relationship is so distant that for all intents and purposes he is merely a human (or whatever race he appears to be). People in the PC's family stopped showing genasi traits so long ago that it has been virtually forgotten. Even if the character confronts his own parents, they are as clueless about the whole thing as he is. Of course, the focus PC might try to get his parents (assuming they are alive) to attempt to access the same power. If the focus PC has siblings, he might attempt to get them to do the same. It is both interesting and important for the focus PC to discover that the rest of his immediate family cannot find the same powers within them. Genetically speaking, the special ability is a recessive trait expressed only in him that has remained latent in his family for many generations.

PCs may link this knowledge with the strange encounter with Migos much earlier, but at this stage it still doesn't really help them. Further, Migos is nowhere to be found now short of using magic like *scry*. (If scried successfully, Migos is in the distant mountains, looking for the Malison—see Event Six.)

No matter what power the focus PC chose, or if he even took the feat to activate a power at all, the DM may wish the focus PC to have the dream of Mertha in trouble just to foreshadow Event Three. Perhaps, in fact, the focus PC has many dreams of Mertha until they finally meet, to make it all the more meaningful.

EVENT THREE: AND ANOTHER (EL 9)

In this event, the focus PC finds a relative—in great need—whom he did not even know existed.

Stage this encounter anywhere appropriate. A wilderness area works best. The encounter can be set so that it occurs whenever the PCs are on their way from one location to another—preferably while on the road, in the middle of the wilderness.

> A scream tears through the air, cut short suddenly. In the distance, you spot three red-scaled creatures standing over someone lying on the ground. The creatures stand upright, and each has four arms and a head. It's hard to tell whether they look more reptilian or more insectlike.

Although you should stage the encounter wherever you wish, assume that if the PCs are on a path or road, the creatures, xill, have grabbed their victim, Mertha, and dragged her about 80 feet to one side to implant their eggs within her. They appeared out of nowhere (actually, out of the Ethereal Plane) and attacked her while she was on the road. If the terrain is right, they have moved behind some cover—trees, rocks, or whatever is available. But it obviously wasn't enough.

Creatures

The three xill are armed with two mighty masterwork longbows (+2) and two short swords each.

Mertha is paralyzed. She bears a striking resemblance to the focus PC—no Spot check is needed to notice the similarity.

Xill (3): hp 41, 33, 27. Each has an additional +1 to attack and +2 to damage with its longbow; see the *Monster Manual*, page 187.

Mertha: Female human Com 6/Rog 2; CR 7; Medium-size humanoid; HD 6d4–6 plus 2d6–2; hp 19; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Atk +6 melee (1d4+1/19–20, masterwork dagger), or +8 ranged (1d6/x3, masterwork shortbow); SA Sneak attack +1d6; SQ Evasion, traps; AL NG; SV Fort +3, Ref +8, Will +4; Str 13, Dex 16, Con 8, Int 11, Wis 15, Cha 10.

Skills and Feats: Decipher Script +2, Hide +5, Listen +7, Move Silently +5, Open Lock +8, Perform +6, Profession (clerk) +12, Spot +4, Swim +9, Use Rope +12; Alertness, Great Fortitude, Run, Simple Weapon Proficiency (dagger), Skill Focus (Swim).

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Mertha takes no damage with a successful saving throw.

Possessions: Masterwork dagger, masterwork shortbow, 20 arrows, six tindertwigs, gold ring worth 50 gp, 130 gp.

Tactics

The first round they are able, one xill implants its eggs into Mertha while the other two use their longbows to attack anyone that comes near. If the PCs approach, the xill remain (they would love to get two more victims paralyzed to implant eggs), but if one of them dies the other two flee as soon as possible back to the Ethereal. It takes 2 rounds for the xill to fade away, making them fairly vulnerable during their departure.

Follow-Up Event

More than likely, Mertha has been implanted with a xill egg. If the characters rescue her from the xill she is extremely grateful, and if they help her rid herself of the egg she is even more grateful. Once conscious, if no one else mentions it, she mentions the resemblance she bears to the focus PC. After a long discussion of their backgrounds and family, they can determine that Mertha is a distant relation. Like the focus PC, she shares a common ancestor with Migos Fehr, although she doesn't know anything about him. The last name Fehr does strike a chord with her, however—see below.

If asked where she was going, Mertha gives one of two answers (depending on the DM's desired flow of events):

1. If you are in no rush to start Event Four, Mertha says that she was on business for her employer, a wealthy merchant, to deliver some important ledgers. She might, however, in passing, mention a strange man she met a few weeks ago named Viggor Fehr. The focus PC reminds her of him, a little bit. He seemed to have a special attachment to the air (in an elemental sense) and had a number of eagles as companions. Later on, Viggor contacts her, requesting that she meet with him. If she has remained in contact with the PCs, they may learn of this invitation and find themselves drawn into Event Four.

2. If you intend to run Event Four soon after this one, Mertha tells the PCs she was on her way to meet with a man named Viggor Fehr, whom she met a few weeks ago. He is a warrior clearly associated with the powers of the air, and has a number of very large eagles at his beck and call. He wanted to meet with her, but she does not know why.

Mertha could easily become a recurrent NPC. She has no family to speak of (she was an only child, and her parents and grandparents have passed on) and seems happy to meet the focus PC. Mertha is, overall, friendly if a bit reserved. She works for a merchant as a courier and a clerk. Although she has some talent in subterfuge and roguish arts, she has no aspirations to become a thief or an adventurer. Mertha has the ability to access the same unique power that the focus PC discovered in Event Two, if the PCs tell her about it. If she gains even one level, she can take the feat allowing her to utilize the ability.

EVENT FOUR: AN OFFER (EL 13)

More unknown relatives contact the focus PC is by in this event. They make him an offer that appears perhaps intriguing, perhaps off-putting.

Place this event in the normal campaign flow of events. It should occur wherever the PCs can be reached.

A courier delivers another message to the focus PC. It reads:

Greetings!
You do not know me, but I have an offer of mutual interest and profit that I would like to discuss with you. I cannot stress how rewarding my offer could be for you, and how uniquely suited you are for what shall be asked of you. Please meet me in Salverton, along the Heinn River, across from the Golden Griffon Inn in two days, at noon.

Viggor Fehr

As the DM, you should feel free to substitute a location appropriate to your setting. For purposes of this adventure, select a picturesque and pleasant outdoor setting in a nearby small town, about six hours ride away.

If the PC refuses to go, nothing more happens until Event Five or Six. If the focus PC does go (probably taking the other player characters along, particularly since it is a fairly lengthy journey), the trip is uneventful until they meet with Viggor.

> A tall, handsome man with flowing blond hair stands near the river, by a flowering tree. His golden beard and piercing, electric blue eyes make for striking features. He wears two blades and keeps a worthy looking bow on his back, but he looks more hunter than warrior. Nearby, a slight woman leans against a wooden post. She has a bow as well, though no weapon at the ready. A warm smile is upon her lips, her eyes have a friendly gleam, and her hair looks so white it almost appears blue—seeming more like crackling lightning than hair at all.
>
> The man speaks when he sees you. "Welcome, my friend! It is good to meet you."

The people are Viggor and Rashen, and they want to speak with the focus PC.

Creatures

Viggor is Migos's brother, while Rashen Dueth is their mutual half-sister (same father, different mothers). They wait together for the focus PC to meet with them (Viggor's eagle companions are hidden on a nearby roof). They want to offer him the chance to be a part of the ritual that they believe will fulfill the Presage of Forms. They also seem interested in meeting with Mertha, but they do not arrange to see them at the same time. If for some reason the focus PC and Mertha come together, they attempt to speak with them separately. Likewise, if the focus PC came with friends, they try very hard to speak with him alone. If the player characters insist on preventing this, they reluctantly accede but still talk only to the focus PC, ignoring the others.

At no time does Viggor mention Migos, although if the PCs bring him up, he nods (feigning a bit of surprise) and says "Oh, you have met my brother!" He knows very well that the PCs have met Migos. In fact, Migos sent him here. Instead, Viggor and Rashen tell the focus PC it has come to their attention that he has heroic, noble blood flowing in his veins. They do as well, they say. Because of this inborn superiority, they have the opportunity to fulfill an ancient prophecy and gain vast personal power. They both seem eager to welcome the focus PC into their ranks. They attempt to appear friendly and optimistic—their chosen recruiting tactic. They won't, however, come forward with too many specific details. If the PC seems interested, they tell him the time for the fulfillment of the prophecy fast approaches. The focus PC should expect a message, and when it arrives, he should drop everything and come to a location provided in the message—alone.

Viggor Fehr: Male half-air elemental/half-human Rgr 10; CR 12; Medium-size outsider (human); HD 10d10+10; hp 77; Init +5; Spd 30 ft.; AC 21, touch 15, flat-footed 16; Atk +12/+7 melee (1d8+3/19–20, *+1 longsword*) and +14/+9 melee (1d62/19–20, *+1 short sword*), or +17/+12 ranged (1d8+4/x3, *+2 mighty composite longbow* [+2 Str bonus]); SA Spell-like abilities; SQ +4 bonus on Fortitude saves against poison, favored enemies (beasts +3, giants +2, dragons +1), immunities (cold, disease), outsider traits; AL CN; SV Fort +8, Ref +8, Will +5; Str 14, Dex 20, Con 13, Int 12, Wis 14, Cha 18.

Skills and Feats: Climb +15, Hide +17, Intuit Direction +11, Move Silently +16, Spot +14, Swim +12, Use Rope +16; Improved Two-Weapon Fighting, Point Blank Shot, Rapid Shot, Track, Weapon Finesse (short sword), Weapon Focus (longsword).

Spell-Like Abilities: 1/day—*air walk, control winds, gaseous form, obscuring mist, wind wall.* Caster level 10th; save DC 14 + spell level.

Favored Enemies: Viggor has selected beasts as his first favored enemy, giants as his second, and dragons as his third. He gains a +3, +2, or +1 bonus, respectively, on his Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against these types of creature. He gets the same bonus to weapon damage rolls against creatures of these types. He also gets the damage bonus with ranged weapons if the target is within 30 feet. The bonus doesn't apply to damage against creatures that are immune to critical hits.

Outsider Traits: Viggor has darkvision (60-foot range). He cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Spells Prepared (2/2; save DC 12 + spell level): 1st—*magic fang, resist elements;* 2nd—*cure light wounds, protection from elements.*

Possessions: *+2 studded leather, +1 longsword, +1 short sword, +2 mighty composite longbow* (+2 Str bonus), 24 arrows, *boots of speed, potion of cat's grace, potion of speak with animals, potion of cure serious wounds,* scroll of *detect animals or plants* and *alarm*, small golden eagle statuette worth 100 gp, 172 gp.

Massive Eagles (5): Male and female advanced eagle; CR 2; Medium-size animal; HD 2d8+4; hp 20, 16, 15, 13, 11; Init +1; Spd 10 ft., fly 80 ft. (average); AC 12, touch 11, flat-footed 11; Atk +3 melee (1d4+2, 2 claws) and –2 melee (1d6+1, bite); SQ Low-light vision; AL N; SV Fort +5, Ref +4, Will +2; Str 14, Dex 13, Con 14, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +7, Spot +7*; Weapon Finesse (bite), Weapon Finesse (claw).

Possessions: Bead of force.

* *Skills:* Eagles receive a +8 bonus to Spot checks during daylight.

Rashen Dueth: Female half-air elemental/half-human Rog 9; CR 11; Medium-size outsider (human); HD 9d6+9; hp 36; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 19; Atk +12/+7 melee (1d4+3/19–20, *+2 dagger*), or +14/+9 ranged (1d6+2/x3, masterwork mighty composite shortbow [+1 Str bonus] with *+1 arrows*); SA Sneak attack +5d6, spell-like abilities; SQ +4 bonus on Fortitude saves

against poison, evasion, immunities (cold, disease), outsider traits, traps, uncanny dodge (Dex bonus to AC, can't be flanked); AL CN; SV Fort +4, Ref +10, Will +7; Str 12, Dex 19, Con 12, Int 18, Wis 18, Cha 12.

Skills and Feats: Appraise +13, Balance +12, Climb +11, Craft (trapmaking) +15, Decipher Script +16, Diplomacy +3, Disable Device +15, Disguise +10, Gather Information +12, Intimidate +11, Knowledge (religion) +5, Listen +14, Perform +13, Ride (horse) +6, Sense Motive +16, Spellcraft +6, Use Magic Device +10, Use Rope +16; Expertise, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse (dagger).

Spell-Like Abilities: 1/day—*air walk, control winds, gaseous form, obscuring mist, wind wall.* Caster level 9th; save DC 11 + spell level.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Rashen takes no damage with a successful saving throw.

Outsider Traits: Rashen has darkvision (60-foot range). She cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Possessions: *+1 studded leather, +2 dagger,* masterwork mighty composite shortbow (+1 Str bonus), 28 *+1 arrows, bracers of archery, gauntlets of Dexterity +2, potion of hiding, potion of sneaking, potion of vision,* sapphire earrings worth 175 gp, 139 gp.

Tactics

Viggor and Rashen don't have much in the way of Bluff or Diplomacy skills (none, actually, although Viggor is naturally extraordinarily charismatic), but then, nothing they say is really a lie. If the focus PC agrees to join them or even says he will consider it, the two warmly thank him and assure him he won't regret it. They part, after giving the focus PC a token of their favor: a small golden eagle statuette worth 100 gp. Should the focus PC agree to come but not alone, the two attempt to change his mind, but in the end they give up; they know they can kidnap him and bring him alone to the Malison later (see Event Six).

If the focus PC refuses their offer, Viggor says, "I'm afraid we can't let you do that." With a whistle, he calls his eagle companions to harass the other characters while he and Rashen attempt to subdue and make off with the focus PC. Each eagle has a *bead of force* that it can drop on the characters, giving these animal companions one truly threatening attack apiece (otherwise, the eagles serve only as a minor distraction against characters of the PCs' level). Viggor can also command the eagles to take aid another actions to help make his and Rashen's attacks more potent.

If seriously threatened, the less hurt of the two calls up a powerful wind while the other turns gaseous. Then the other turns gaseous, both hoping to be carried away by the wind in an attempt to flee. If that doesn't work, they fight a withdrawal action, using their bows to attack foes even as they attempt to get away.

EVENT FIVE: MEANWHILE...

If at any point the PCs take it upon themselves to look into what Migos is doing, they can find out some information (depending on their means). If the encounter in Event Four went badly (that is to say, ended in a fight), the group almost certainly will try to find out more about these strange people interested in the focus PC.

This entire event is based on PC actions. It deals only with what happens if the player characters attempt to find out more about these strange people sending them messages and attempting to recruit them. Event Two covers attempts to learn more about the focus PC's background and Charad.

A PC trying to find out more about Migos and what he is up to can attempt a Gather Information check. The check result determines the information learned:

Result	Information
15	Nothing
15	Migos is a powerful priest of air who seems to have some strange innate air-related powers.
18	Migos claims to be the son of an air elemental being named Charad.
20	Migos is busy looking for a magic sword lost in a dungeon.
25	The magic sword is called *Nightslice*, and legend has it that long ago some adventurer felt it was very important to take it to a place called Mount Malison.

A PC who attempts to use Bardic Knowledge gets slightly different information.

Result	Information
15	Nothing
15	Migos is a powerful priest of air who seems to have some strange innate air-related powers.

20 Migos is the son of an air elemental being named Charad, who came to the mortal realm once long ago and once about 30 years ago.

If a PC attempts to use a Bardic Knowledge check (DC 22) to learn more about Mount Malison, she knows:

- The place is so named because of its supposed curse.
- It is the location of an evil tower called the Malison.
- The tower's chapel is devoted to dark spirits of the night, said to be connected with the most powerful of the forces of undeath.

PCs making a successful scrying attempt to find Migos see that he is in a dungeon, along with a pale woman with white, almost blue hair (this is Lara, see Event Six). They are looking for *Nightslice*, which they eventually find and bring to the Malison, believing it important to their goal. They are wrong. An adventurer who owned *Nightslice* long ago wanted to use it to attack a nightshade, a creature he correctly believed had something to do with the Malison. He sought thus to bring it to the Malison, because attacking a nightshade would activate a dormant power within *Nightslice* (see the sidebar in Event Six). It has nothing to do with the Malison specifically, and certainly has nothing to do with the Presage of Forms and Migos's quest. The adventurer never made it to the Malison; he was killed in a dungeon, where Migos and Lara found and recovered the sword.

A *divination* spell indicates that meeting with Migos is fraught with peril. If the PCs pose the right question, it can even reveal that Migos's plan is doomed to failure.

EVENT SIX: THE MALISON (EL VARIES)

This event occurs at least a few weeks after Event Four. If the focus PC agreed to cooperate, the message Viggor mentioned arrives. If he did not agree, the NPCs undertake great effort to kidnap him.

The Message

The focus PC gets another couriered message. It reads:

It is time!

As we explained to you before, it is our destiny to fulfill the prophecy known as the Presage of Forms. We have found the proper place and time, and all is now ready—you must join us immediately.

Come to our camp on the north face of Mount Malison as soon as you possibly can get here. With your help, we will all be granted the legacy left to us by our blessed ancestor.

Migos Fehr

Locate Mount Malison no more than two or three days' hard ride from the focus PC, if at all possible. If the focus PC does not show up there in a few days, Migos and his siblings attempt to kidnap him, as described below.

The Kidnapping

Wait until the focus PC is alone (perhaps even asleep), probably at night. Lara, Migos and whoever survived Event Four strike together to subdue him. Migos attempts to cast *hold person* while a hasted Lara attempts to *polymorph* the PC into a turtle (for easy transport). If these tactics don't work immediately, they keep trying. They focus all their efforts into capturing the PC alive. More than likely, their tactics will work and they spirit their captive away to the Malison in just a day or two using *air walk* on their horses, and *control winds* to gain extra speed. This may seem heavy handed, but it's actually just the NPCs acting smart.

Now the rest of the PCs must track down their missing comrade, and fast. If they found out about the Malison in Event Five, it may not be difficult for them to figure out where their friend is. Otherwise, they are best served by using a powerful divinatory spell like *commune* or *scrying* to help figure it out. If they think to check, and can do so easily, they notice that Mertha is gone as well. (Whether she went willingly or was also kidnapped is up to the DM.)

If the focus PC was kidnapped while in a settled area (like a town), any PC who asks around the scene of the disappearance can make a Gather Information check (DC 20). Success indicates that she finds someone who remembers seeing figures wrapped in the wind climbing upon horses that took off into the night air.

The PCs should discover their friend is missing six to eight hours after he disappeared. At that point, they have three full days until Migos's plan to fulfill the prophecy plays out.

Should the PCs catch up with the kidnappers before they reach the Malison, Lara chances using her scroll of *teleport* (she is one level too low to use it without risk) to transport herself, Migos, and the focus PC directly to

the Malison. They wait until the third night after the kidnapping to take action, however.

A Third Option

If you do not want to kidnap one of the PCs, have the group discover that Mertha has been kidnapped. As described above, they need to find out what happened to her and where she has gone.

Arriving at Mount Malison

Mount Malison is a small innocuous peak amid an older range of mountains. Light scrub brush and small trees cover the rocky terrain.

Whether the PCs arrive there as a response to the message or to free their friend, they have little trouble finding a trail up the north face that leads to a small but old tower. This tower is called the Malison. Before they reach it, however, they encounter Viggor and Rashen (unless they were slain in Event Four) about 100 yards down the mountain path. They either welcome the focus PC and instruct any friends accompanying him to stay here, or attack PCs attempting to rescue the kidnap victim (whichever is appropriate). If in a fight, as before, as soon as seriously threatened they flee back up to the Malison.

What happens next depends on when the PCs arrive and whether they have come willingly or as kidnap victims (and those trying to rescue them).

- If the PCs come willingly, the focus PC is brought into the chapel at the top of the tower and the rest are made to wait below. The following night, everything falls apart and Migos accidentally summons a nightwing.
- PCs who come to rescue those kidnapped might catch up with the kidnappers before they reach the mountain if they can teleport or travel extremely fast. As mentioned above, Migos and Lara attempt to escape with their kidnap victim if this happens.
- If the PC rescuers arrive after the kidnappers, consider it about eight hours after Migos and company get to Mount Malison. It would be most dramatic if the PCs arrive at night, when Migos and his siblings attempt to fulfill the prophecy.
- If the PCs come to rescue kidnapped victims and arrive in the daytime, before Migos's plans come to fruition, the group only has to deal with whichever of the half-elementals are present to free their friend(s).
- If the PCs bent on rescuing get there afterward, the kidnapped victims (potentially including the focus PC) had to deal with the situation on their own. Unless the focus PC has some means of really quick escape, he is probably doomed.

'Realizing the Prophecy'

To fully understand what is going on, one must realize that Migos has made mistakes compounded upon mistakes, blinded by his lust for power and his desire to actualize what he believes to be the superiority of his ancestry. Migos believes that the Presage of Forms pertains to him and his bloodline. He believes that the Malison is an old temple to the Elemental Air Gods. He believes that this is the place needed to fulfill the Presage of Forms and gain control of the Power Universal. He is wrong on all counts.

To realize the prophecy, Migos needs six "perfect forms," which he believes are six descendants of Charad. Those six are Migos, Lara, Viggor, Rashen, Mertha, and the focus PC. If any of these individuals could not make it, he has found others (whom the DM will need to create), like the focus PC, who are descendants but not half-elementals or even genasi. If something prevents them from having six, Migos still goes ahead with his attempt to fulfill the prophecy anyway.

Misconceptions have brought Migos and his siblings to the Malison. Based on misreading of ancient legends (see Event Five) and faulty translation of material found here (see below), he believes he needs the sword *Nightslice* to call upon the Power Universal, and that the calling must occur at night. The truth is, he does not need the sword at all, and attempts to call upon the Power Universal in the Malison are far more likely to summon a terrible undead monster.

> High up the mountain, a tall tower of dark gray stone rises above a precipice. You would guess that it stands about 60 feet tall and is about 20 feet across. The top 20 feet of the tower is quite open, with only about a half dozen equidistant pillars around the edge, like a huge hand clawing at the sky . It appears very old, but intact.

The rickety wooden door into the Malison hangs open. The bottom two levels of the tower, each about 20 feet high, stand empty. A spiral stair runs around the circumference of the tower on the inside to connect all the levels. On the floor of the second floor, an inscription in an ancient tongue is inlaid in dark blue stone letters. Characters with *comprehend languages* or similar

magic active can translate it and interpret it correctly after a successful Knowledge (religion) or Decipher Script check (DC 25).

Translated, the inscription reads:

The moon has risen and the sun is gone,
We call upon the masters of night
We give ourselves in your honor, to gain your blessing
Come o winged harbinger,
Come on wings of night and show all present thy power.

Unfortunately, Migos and Lara mistranslated the word "night" each time to mean "air" and "give" to mean "show." This place isn't a temple of air elementalism at all, but a terrible, evil place of death, where one can call upon the "masters of night" and summon a undead nightwing (a type of nightshade). This temple was a curse upon the land—hence its name—that has not been used in centuries.

The top of the tower is known as the Chapel of Night.

The upper floor of the tower is open, surrounded by pointed pillars almost like obelisks. Each of the 10 pillars stands 20 feet high and is too large in girth to put your arms around easily. In the center of this open area rests a slab of rock that resembles an altar. A sword with a dark silvery blade and a dark blue pommel lies atop the altar.

The sword lying on the altar is *Nightslice* (see Event Five and the sidebar here).

When the group is gathered in the Chapel of Night, at night, Migos calls upon the "Masters of Night," thinking he is calling upon the "Masters of Air." This, unfortunately for all concerned, activates an ancient magic curse that instantly kills one person in the chapel and transforms the victim's spirit into a nightwing.

Migos stands in the middle of the circular, templelike rooftop and calls upward to some invisible power in a language that seems archaic and strange. You recognize some of the words he says as similar to those inscribed in blue letters below.

Suddenly without warning, Lara begins to quiver and shake. "The Power Universal is upon us!" Migos shouts triumphantly. He appears to be in the throes of utter ecstasy. Lara, however, begins to scream, although her screams are cut short by her violent heaves of sickness and blood on the ground. Her flesh cracks and splits open in a gruesome display of horrid gore. Rising up from her corpse is a shadowy form like that of a carrion bird made of darkness. It grows and grows, shrieking in the night with a blood-curdling cry that far overpowers the terrible death scream Lara uttered mere seconds earlier.

It seems as if, even as she was slain, her spirit was given the form of a terrible winged creature of the night.

And it appears hungry for vengeance and blood.

Creatures

A large number of NPCs potentially could involve themselves in this encounter: Migos and Lara, Viggor and Rashen (see Event Four), and Mertha (see Event Three). And of course, the nightwing.

Lara Fehr: Female half-air elemental/half-human Sor 9/Mnk 2; CR 13; Medium-size outsider (human); HD 9d4+36 plus 2d8+8; hp 71; Init +2; Spd 30 ft.; AC 15, touch 14, flat-footed 13; Atk +7 melee (1d6+1, unarmed strike); SA Flurry of blows, spell-like abilities, stunning attack (2/day); SQ +4 bonus on Fortitude saves against poison, evasion, fast movement, immunities (cold, disease), outsider traits; AL LE; SV Fort +10, Ref +8, Will +11; Str 12, Dex 15, Con 18, Int 14, Wis 14, Cha 19.

Skills and Feats: Alchemy +12, Climb +5, Concentration +12, Craft (weaving) +12, Escape Artist +4, Hide +5, Jump +4, Knowledge (arcana) +13, Listen +3, Move Silently +4, Perform +9, Spellcraft +11; Combat Casting, Craft Wondrous Item, Deflect Arrows, Dodge, Scribe Scroll, Weapon Focus (unarmed strike).

Flurry of Blows: Lara may use the full attack action to make one extra attack per round with an unarmed strike or a special monk weapon at her highest base attack, but this attack and each other attack made that round suffer a –2 penalty apiece. This penalty applies for 1 round, so it affects attacks of opportunity the monk might make before her next action. Her damage bonus on the attack with her off hand is not reduced.

Nightslice

Nightslice, a *+3 longsword*, may offer the PCs a way to combat the undead monster. Not only is it powerful enough to overcome the nightwing's damage reduction, but if anyone ever uses the sword to inflict damage upon a nightshade, the blade unleashes another power for a year and a day: It becomes an undead bane weapon. This power is reactivated every time the sword inflicts damage upon a nightshade.

Spell-Like Abilities: 1/day—*air walk, chain lightning, control winds, gaseous form, obscuring mist, wind wall.* Caster level 11th; save DC 14 + spell level.

Stunning Attack (Su): Once per round (but not more than twice per day), Lara can stun a creature damaged by her unarmed attacks. The foe so struck must make a Fortitude saving throw (DC 13) or be stunned for 1 round in addition to taking normal damage from the attack. Creatures immune to critical hits cannot be stunned with this attack.

Evasion (Ex): If Lara makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Outsider Traits: Lara has darkvision (60-foot range). She cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Sorcerer Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*dancing lights, detect magic, ghost sound, mage hand, open/close, prestidigitation, ray of frost, read magic*; 1st—*cause fear, charm person, mage armor, shield, shocking grasp*; 2nd—*blur, Melf's acid arrow, mirror image, web*; 3rd—*haste, lightning bolt, summon monster III*; 4th—*phantasmal killer, polymorph other.*

Possessions: *Cloak of Charisma* +2, *cape of the mountebank, potion of cure moderate wounds*, scroll of *web* and *lightning bolt*, scroll of *teleport*, flask of acid, 25 gp.

Migos Fehr: Male half-air elemental/half-human Clr 6/Ftr 6; CR 14; Medium-size outsider (human); HD 6d8+12 plus 6d10+12; hp 95; Init +7; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Atk +16/+11 melee (1d8+9/19–20, +1 *morningstar*); SA Spell-like abilities, turn undead 5/day; SQ +4 bonus on Fortitude saves against poison, immunities (cold, disease), outsider traits; AL CN; SV Fort +12, Ref +9, Will +11; Str 18, Dex 16, Con 15, Int 17, Wis 19, Cha 14.

Skills and Feats: Bluff +11, Concentration +10, Craft (metalworking) +6, Diplomacy +13, Gather Information +11, Heal +12, Intimidate +6, Intuit Direction +5, Knowledge (history) +10, Listen +6, Spellcraft +11, Spot +8; Blind-Fight, Cleave, Dodge, Endurance, Improved Critical (morningstar), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Spell-Like Abilities: 1/day—*air walk, chain lightning, control winds, gaseous form, obscuring mist, wind wall.* Caster level 12th; save DC 12 + spell level.

Outsider Traits: Migos has darkvision (60-foot range). He cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Spells Prepared (5/4+1/4+1/3+1; save DC 14 + spell level): 0—*create water, detect magic, guidance, read magic, resistance*; 1st—*bless, divine favor, magic weapon, obscuring mist*, shield of faith*; 2nd—*aid*, bull's strength, endurance, hold person, silence*; 3rd—*dispel magic* (2), *magic vestment, protection from elements**.

**Domain spell.* Deity: None. Domains: Air (turn earth/rebuke air 5/day), Luck (good fortune 1/day).

Possessions: +1 *morningstar*, +1 *breastplate*, +1 *large steel shield, periapt of Wisdom* +2, *gauntlets of ogre power* +2, *circlet of persuasion, potion of haste, potion of remove paralysis, potion of resist fire*, scroll of *prayer, magic vestment*, and *spiritual weapon*, two tanglefoot bags, two vials of antitoxin.

Nightshade (nightwing): hp 110; see Monster Manual, page 141.

Tactics

The Half-Air Elementals Against the PCs, If Appropriate.

Lara has cast *mage armor* on herself long before trouble begins (+4 to AC for a total of AC 18). She is quick to cast *haste* (don't forget the +4 bonus to Armor Class) followed by other defensive spells she knows, like *shield, mirror image*, and *blur* (total AC 29, with a 20 percent miss chance, and images). Once protected, she uses *lighting bolts* and *chain lightning* liberally. She'll cast *phantasmal killer* on anyone that looks like a rogue and *polymorph other* (choosing a sea anemone) on a wizard. She's not afraid of melee, using her unarmed attack if she has to (backed up with a *cause fear* or a *shocking grasp*), but she'll use her cape to get out of combat. She is the only actually evil person in the group. She is mean and spiteful.

If Viggor and Rashen are present, they use their bows to attack from range, and Viggor calls his eagles down upon his foes to attack, or to aid him in his attacks (using the aid another action). If one gets into melee, the other will move in as well to get flanking attacks.

Migos has *magic vestment, bull's strength*, and *endurance* cast already. This gives him a +1 bonus to Armor Class (AC 23), and a +2 bonus to Strength and a +3 bonus to Constitution (+1 to attack and damage

rolls, 24 more hit points, +2 to Fortitude saves). He drinks his *potion of haste* (don't forget the +4 bonus to Armor Class) at the first sign of battle and casts *divine favor* (an additional +2 bonus to attack and damage for a total of +19/+14 melee for 1d8+10 damage) and *shield of faith* (+3 additional bonus to AC for total of AC 30) before wading into melee. If it seems appropriate, he casts *bless* or *protection from elements* when needed, and he never hesitates to use *chain lightning*.

Of course, if the focus PC chooses to help Migos et. al., they might be allies in the fight against the nightwing, not opponents at all.

The Half-Air Elementals Against the Nightwing. If the nightwing is present, the NPCs ignore the PCs as a lesser threat. Lara is dead. Viggor and Rashen, if present, use their bows to attack the nightwing. When they see their attacks have little or no effect, they flee as best they can. Migos, however, stays, convinced that the nightwing is a test, and if defeated, he and whoever is left will obtain access to the Power Universal. Despite the fact that he cannot affect the creature with his weapons or spells, he remains, confident that he can do something. If no PC thinks to take up *Nightslice*, Migos does—and that may even give him a fighting chance, if he has some help willing to remain at his side.

The Nightwing Against Everyone. The creature starts its first round by casting haste (this gives it an AC of 32). Then it uses finger of death on the nearest target. Trusting in its impressive defenses, it then swoops into melee, making flyby attacks followed by a confusion spell every round.

The fact that there are so many NPCs around for the nightwing to attack may help the PCs in their fight against it, or at least provide a distraction for them while they run away.

ENDING THE ADVENTURE

If the PCs survive the final deadly encounter, they may very well have done so by fleeing. As it is an extraordinarily difficult one, the DM should be a little lenient if indeed they choose to flee. Almost assuredly, Migos is dead at the end (slain either by the player characters or the nightwing). The same is true for Lara as well. The other half-elementals are not as driven as Migos and likely will leave the PCs alone from this point on.

If the PCs aided Migos and his siblings and someone managed to save them, Migos continues looking for a way to fulfill the Presage of Forms. He looks upon the PCs as allies and friends. If Lara is alive or raised, she breaks away from Migos and attempts to use the secrets learned in the Malison to her own evil ends.

FURTHER ADVENTURES

Now that the Presage of Forms has been introduced into the campaign, the DM is free to decide what it actually means and whether the Power Universal exists, then bring it all back into play at some point.

Charad, too, if he hears of what happened may be displeased that many of his offspring are dead or defeated. He may intervene on his own at some point. The DM should feel free to use the following stats for this unique being in future adventures.

Charad: Male unique air elemental; CR 16; Huge elemental (air); HD 24d8+96; hp 210; Init +15; Spd fly 100 ft. (perfect); AC 29, touch 19, flat-footed 18; Atk +26/+21/+16/+11 melee (2d6+12, slam); Face/Reach 10 ft. by 5 ft./15 ft.; SA Spell-like abilities, whirlwind; SQ Air mastery, darkvision 60 ft., DR 25/+3, elemental traits, immunities; AL NE; SV Fort +12, Ref +25, Will +11; Str 27, Dex 33, Con 18, Int 11, Wis 16, Cha 19.

Skills and Feats: Hide +3, Listen +29, Spot +29, Tumble +12; Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam).

Spell-Like Abilities: At will—*air walk, chain lightning, control winds, gaseous form, obscuring mist, wind wall;* 1/day—control weather, elemental swarm (air only), plane shift, shapechange, whirlwind. Caster level 24th; save DC 14 + spell level.

Whirlwind (Su): Charad can transform himself into a whirlwind once every 10 minutes and remain in that form for up to 12 rounds. In this form, he can move through the air or along a surface at his fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall. Charad controls the exact height, but it must be at least 10 feet. A Large or smaller creature must succeed at a Reflex save (DC 26) when it comes into contact with the whirlwind or it takes 2d8 points of damage. It must also succeed at a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 2d8 points of damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can

leave if the save succeeds. Charad can eject any carried creatures whenever he wishes, depositing them wherever the whirlwind happens to be. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud centers around Charad and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Anyone caught in the cloud must succeed at a Concentration check (DC 26) to cast a spell.

Air Mastery (Ex): An airborne creature takes a –1 penalty on attack and damage rolls against Charad.

Elemental Traits: Charad cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Immunities: Charad is immune to cold, electricity, poison, sleep, paralysis, and stunning. He is not subject to critical hits or flanking.

TEMPLATE: HALF AIR ELEMENTAL

Much rarer than half-celestials or fiends, half-elementals are the result of unions between unique elemental creatures and mortal creatures. Such creatures are normally left among their mortal kin, never again considered by their otherworldly sires. They can also result from some magical infusion of elemental power into a mortal at birth.

A half air elemental often has his or her hair blown about in mysterious breezes and a breathy voice. Sometimes people describe these creatures as flighty, for it's hard for them to concentrate too long on any one thing.

This template first appeared in Return *to the Temple of Elemental Evil.*

Creating a Half Air Elemental

"Half air elemental" is a template that you can add to any corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the "base creature"). The creature's type changes to "outsider." It uses all the base creature's statistics and special abilities except as noted here.

AC: Natural armor improves by +1.

Special Attacks: A half air elemental retains all the base creature's special attacks. Half air elementals with an Intelligence or Wisdom score of 8 or higher possess various spell-like abilities. They receive the abilities up to and including the one indicated for their level, as specified in the table below. Unless otherwise indicated, the ability is usable once per day.

Level	Ability
1–2	*Obscuring mist*
3–4	*Wind wall*
5–6	*Gaseous form*
7–8	*Air walk*
9–10	*Control winds*
11–12	*Chain lightning*
13–14	*Control weather*
15–16	*Whirlwind*
17–18	*Elemental swarm**
19+	*Plane shift*

* Cast as an air spell only

Special Qualities: A half air elemental has all the base creature's special qualities. Half air elementals are immune to disease and electricity and gain a +4 racial bonus to Fortitude saves against poison. It also has darkvision (60-foot range) and cannot be raised or resurrected.

Saves: Same as the base creature's.

Abilities: Increase from the base creature's as follows: Str +0, Dex +2, Con +2, Int +2, Wis +2, Cha +2.

Skills: A half air elemental has 8 skill points plus its Intelligence modifier per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half air elementals have one feat for every four Hit Dice or the base creature's total of feats, whichever is greater.

Climate/Terrain: Same as either the base creature's or the elemental's.

Organization: Same as the base creature's.

Challenge Rating: Same as the base creature's +2.

Alignment: As base creature's.

Treasure: Same as the base creature's.

Advancement: Same as the base creature's.

Half Air Elemental Characters

Half air elementals favor bards and rogues. Half air elemental clerics serve deities that deal with the element of air, the sky, weather, and so on.

ABOUT THE AUTHOR

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked with the *Rolemaster* and *Champions* games as an editor, developer, and designer.

In 1994 Monte came to work at TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of DUNGEONS & DRAGONS® and authored the *DUNGEON MASTER's Guide*. His recent Wizards releases include *The Book of Vile Darkness* and the *Call of Cthulhu d20 Roleplaying Game*.

A graduate of the Clarion West writer's workshop, Monte has also published short stories and two novels. In his spare time, he runs two games per week, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

Monte designed the May through August 2001 adventures and the April and July 2002 adventures for the Official D&D Website. To read more of his recent work and find out about his own d20 imprint, Malhavoc Press, visit his website at <www.montecook.com>.